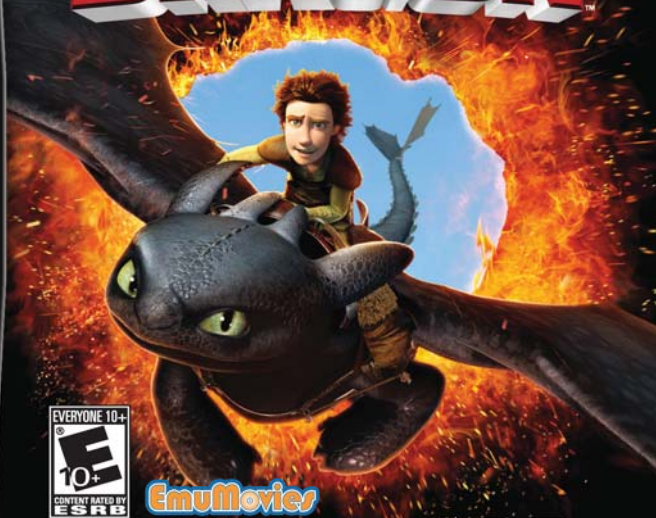


NINTENDO DS™

 DREAMWORKS.

HOW TO TRAIN YOUR

# DRAGON™



EmuMovies

INSTRUCTION BOOKLET

ACTIVISION®

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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VIDEO GAME SYSTEM.**



Wireless DS  
Single-Card  
Download Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER  
GAMES DOWNLOADED FROM ONE GAME CARD.**



Wireless DS  
Multi-Card  
Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER  
GAMES WITH EACH DS SYSTEM CONTAINING  
A SEPARATE GAME CARD.**



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## GETTING STARTED

1. Insert the *How to Train Your Dragon™* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.
3. Tap on *How to Train Your Dragon* on the DS Menu Screen to bring up the main title screen.

*Note: The How to Train Your Dragon Game Card is for the Nintendo DS system only.*

## WELCOME TO THE DRAGON MASTER TOURNAMENT

It's the first annual Thor'sday Thursday Dragon Celebration Tournament! Hiccup and Astrid have to make their way across the Island of Berk while completing quests, battling dragons and forging armor to become the island's Dragon Master. It's not as easy as it sounds, as each dragon has an arsenal of moves and attacks. It's up to Hiccup and Astrid to work together with their dragons to claim victory!

### CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

## NEW GAME

At the title screen, select **New Game**. Choose if you would like to play as Hiccup or Astrid. Hiccup starts the game with Night Fury™ and Astrid starts with Deadly Nadder.™ You can customize your dragon before starting a game. Choose different horns, wings, teeth, feet, scales, tails and colors. After selecting how you want your dragon to look, give it a name.

## CONTINUING A SAVED GAME

If you've played the game before, select **Continue** on the Title Screen. Your game will load up from the save and you can continue where you left off.

## MULTIPLAYER

Players battle dragons head to head in two modes of multiplayer.

- A DS Download Play option is available if your friend doesn't have a copy of *How to Train Your Dragon DS*. With DS Download Play, both players play as Night Fury dragons and have a limited set of moves.
- A DS Wireless Play option for two players who have copies of *How to Train Your Dragon DS*. With DS Wireless Play multiplayer, you can use any of the dragons in your saved game.

*Note: Multiplayer play will not be available until a saved game is created. However, multiplayer battles have no effect on your saved game except for the Dueling awards.*

## CONTROLS

*How to Train Your Dragon* is played almost exclusively with the Touch Screen. See the instructions on special modes for certain parts of the game.



## WORLD MAP

The World Map displays your character's current location. The goal for the quest is displayed as a pulsing star. Tap on a location to move Hiccup or Astrid there. Slide the stylus on the World Map to scroll around and see more of your current locations.

Tap the World Map options icon in the bottom left corner of the screen. Here you can access the following:

**Status:** See what your current quest is as well as your dragon's current status.

**Inventory:** View items you are currently carrying.

**Ability Tree:** See what moves are currently available to your dragon and how each relates to another with upgrades. When upgrading a move, other moves previously not available to you will unlock and become available during battles. Upgrade your dragon's moves to unlock the entire tree!

**Equip:** The secret to success in battle is having your dragon properly equipped with armor. Here, you can place or remove armor you've found or made by forging.

**Dragon Customize:** Change your dragon's horns, wings, teeth, claws, spikes, tails and colors.

**Attack Roster:** Each dragon has 6 moves available during battles. Choose from any move you've unlocked and equip your dragon with the moves you prefer. Swapping moves on the World Map incurs no Energy penalty as it does within battles. Plan ahead and select your most powerful moves.

**Awards:** You earn Awards during gameplay. Use the Awards screen to see what you've earned and what Awards are still available.



## BATTLES

Use the Touch Screen to select moves and attacks. Each move or attack requires a certain amount of Energy, located at the bottom of the top screen. Certain moves have positive or negative Status Effects associated with them. See the outcome and current list of Status Effects on the top screen. Your dragon's Status Effects are displayed on the left while the opposing dragon's are displayed on the right.

Each move fills up the Special Meter located at the bottom of the Touch Screen. When the meter is full, tapping it activates it. Using a move while the icons are on fire allows you to potentially increase your damage by playing a micro game.

Complete the battle successfully and you'll be awarded items, gold and, potentially, an upgrade for one of your moves.

## DRAGON FLYING

Take your dragon to the skies in Fishlegs' challenging obstacle courses. Use the Touch Screen, +Control Pad or the **A**, **B**, **X**, **Y** Buttons to steer your dragon. Use the **L** or **R** Button to fire.

Shoot down opposing dragons and unarmored gasbags. Collect as many of the gold coins as you can.

## FORGING ARMOR

Forging and equipping armor is the key to winning battles in *How to Train Your Dragon DS*. Gobber in the village is always available for you to return to and make armor using the patterns you collected. Each piece of armor requires a pattern, ore and, occasionally, etchings. Please see the in-game tutorial for instructions on how to forge armor.





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How To Train  
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**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

